10/007,333 10/7/04

	Type	Hits	Search Text	DBs	Time Stamp	Comments	Error Definition	Errors
1	IS&R	17	(("4249174") or ("5265024") or ("5757322") or ("6014606") or ("6154143") or ("5293430") or ("6088486") or ("6301300")).PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 16:20			0
2	BRS	1	007333.apn.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/30 09:25			0
3	BRS	406	run$1length with color	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/30 09:26			0
4	BRS	36	(run$1length with color) same (threshold pre$1determined)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/30 09:45			0
5	BRS	33	((run$1length with color) same (threshold pre$1determined)) and @ad<=20011108	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/30 10:54			0
6	BRS	222	colo$1r near4 run$1length	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/30 10:54			0
7	BRS	165	(colo$1r near4 run$1length) and @ad<=20011108	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/30 12:28			0
8	IS&R	2	("4847689").PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/30 12:29			0
9	BRS	172	run$1length same (background with (foreground data character))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/30 16:10			0
10	BRS	64	run$1length with (background with (foreground data character))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/30 16:14			0
11	BRS	58	(run$1length with (background with (foreground data character))) and @ad<=20011108	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/30 16:15			0
12	BRS	34	run$1length with (background with (foreground non$1background pattern character))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/30 16:33			0
13	BRS	31	(run$1length with (background with (foreground non$1background pattern character))) and @ad<=20011108	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/30 16:34			0

	Type	Hits	Search Text	DBs	Time Stamp	Comments	Error Definition	Errors
14	BRS	69	run$1length same (background with (foreground non$1background pattern))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/09/30 16:34			0
15	BRS	59	(run$1length same (background with (foreground non$1background pattern))) and @ad<=20011108	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 13:56			0
16	BRS	6	(run$1leng RLC) with background	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 13:15			0
17	BRS	6	(run$1length RLC) with foreground	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 13:57			0
18	BRS	0	(weather adj1 (map image)) with (trim$3 crop$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 16:27			0
19	BRS	3	((weather precipitation) near3 (map image)) with (trim$3 crop$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 16:22			0
20	BRS	33	((weather precipitation) near3 (map image)) same (trim$3 crop$3 cut$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 16:22			0
21	BRS	24	(((weather precipitation) near3 (map image)) same (trim$3 crop$3 cut$3)) and @ad<=20011108	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 16:34			0
22	BRS	4206	image with (trim$3 crop$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 16:27			0
23	BRS	838	crop$4 adj1 image	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 16:28			0
24	BRS	606	trim$4 adj1 image	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 16:30			0
25	BRS	93	((crop$4 adj1 image) (trim$4 adj1 image)) and 382/100-154.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 16:32			0
26	BRS	59	(((crop$4 adj1 image) (trim$4 adj1 image)) and 382/100-154.ccls.) and @ad<=20011108	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 17:29			0

	Type	Hits	Search Text	DBs	Time Stamp	Comments	Error Definition	Errors
27	BRS	17	radar with (precipitation near3 (image map))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 17:27			0
28	BRS	107	run$1length with (smooth$3 gap)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 17:29			0
29	BRS	0	run$1length with fill$3 with gap	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 17:28			0
30	BRS	85	run$1length with (smooth$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 17:29			0
31	BRS	41	(run$1length with (smooth$3)) and @ad<=20011108	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 17:33			0
32	BRS	220765	(short near$4 (run run$1length)) with (fill$3 chang$3 substitut$3 replac$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 17:33			0
33	BRS	112	(short adj1 (run run$1length)) near3 (fill$3 chang$3 substitut$3 replac$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 17:33			0
34	BRS	90	((short adj1 (run run$1length)) near3 (fill$3 chang$3 substitut$3 replac$3)) and @ad<=20011108	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/05 17:34			0
35	BRS	222	(image same ((EOL end$1of$1line) with (cod$3 encod$3 transmi5)))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 09:06			0
36	BRS	134	(image with ((EOL end$1of$1line) with (cod$3 encod$3 transmi5)))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 09:06			0
37	BRS	100	(image with ((EOL end$1of$1line) near3 (cod$3 encod$3 transmi5)))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 09:07			0
38	BRS	98	((image with ((EOL end$1of$1line) near3 (cod$3 encod$3 transmi5)))) and @ad<=20011108	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 11:31			0
39	BRS	1872	((line scan$1line row column) near3 (length size count)) with colo$1r	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 11:33			0

	Type	Hits	Search Text	DBs	Time Stamp	Comments	Error Definition	Errors
40	BRS	406	((line scan$1line row column) adj1 (length size count)) with colo$1r	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 11:34			0
41	BRS	287	((line scan$1line) adj1 (length size count)) with colo$1r	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 11:35			0
42	BRS	226	((line scan$1line) adj1 (length size)) with colo$1r	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 11:35			0
43	BRS	165	((line scan$1line) adj1 (length)) with colo$1r	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 11:35			0
44	BRS	132	(((line scan$1line) adj1 (length)) with colo$1r) and @ad<=20011108	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 14:13			0
45	BRS	160	map with boundar$3 with color	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 14:13			0
46	BRS	4864	(remov$3 delet$3) near3 (boundar$3 border$1)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 14:25			0
47	BRS	8	(map with (boundar$3 near3 colo$1r)) and ((remov$3 delet$3) near3 (boundar$3 border$1))	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 14:14			0
48	BRS	133	(remov$3 delet$3) near3 ((boundar$3 border$1) adj1 line)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 14:25			0
49	BRS	13	((remov$3 delet$3) near3 ((boundar$3 border$1) adj1 line)) and map	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 14:48			0
50	BRS	20	(carrier adj1 signal)same modulator same transmitter same receiver same demodulator same (compressor encoder coder) same (de$1compressor de$1coder)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 15:20			0
51	BRS	2	(carrier adj1 signal)same modulator same transmitter same receiver same demodulator) and ((compressor same de$1compressor)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 15:21			0
52	BRS	3	((TV television) adj2 transmitter) same (vertical adj1 blanking) same (carrier with modulat$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 16:13			0

	Type	Hits	Search Text	DBs	Time Stamp	Comments	Error Definition	Errors
53	BRS	28	(vertical adj1 blanking) with "during" with (carrier with modulat$3)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 16:14			0
54	BRS	21	((vertical adj1 blanking) with "during" with (carrier with modulat$3)) and ((TV television) with transmi$5)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 16:16			0
55	BRS	5	((vertical adj1 blanking) with "during" with (carrier with modulat$3)) same ((TV television) with transmi$5)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/06 16:16			0
56	BRS	72	map with (boundar$3 near3 colo$1r)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/07 09:01			0
57	BRS	71	map with ((border outline) near3 colo$1r)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/07 09:40			0
58	BRS	47	(map with ((border outline) near3 colo$1r)) and @ad<=20011108	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/07 09:41			0
59	IS&R	4	(("6788310") or ("4998752")).PN.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/07 09:36			0
60	BRS	121	map same ((border outline) near3 colo$1r)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/07 09:40			0
61	BRS	83	(map same ((border outline) near3 colo$1r)) and @ad<=20011108	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/07 10:31			0
62	BRS	2	JP-2001265316-$.did.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/07 10:31			0
63	BRS	894	341/59;348/211.5,434.1,435.1,478;358/426.13.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/07 12:28			0
64	BRS	2423	382/113,166,244-245,256-258,266;702/3;710/68.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM_TDB	2004/10/07 12:28			0

Terms used **color runlength** Found **9,906** of **143,484**

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1 Parameterized Ray-tracing
C. H. Séquin, E. K. Smyrl
July 1989 **ACM SIGGRAPH Computer Graphics , Proceedings of the 16th annual conference on Computer graphics and interactive techniques**, Volume 23 Issue 3
Full text available: pdf(4.62 MB) Additional Information: full citation, abstract, references, citings, index terms

The construction and refinement of a computer graphics scene is unacceptably slow when using ray tracing. We introduce a new technique to speed up the generation of successive ray traced images when the geometry of the scene remains constant and only the light source intensities and the surface properties need to be adjusted. When the scene is first ray traced, an expression parameterized in the color of all lights and the surface property coefficients of all objects is calculated and stored for ...

2 CMPack: a complete software system for autonomous legged soccer robots
Scott Lenser, James Bruce, Manuela Veloso
May 2001 **Proceedings of the fifth international conference on Autonomous agents**
Full text available: pdf(259.81 KB) Additional Information: full citation, abstract, references, index terms

This paper describes a completely implemented, fully autonomous software system for soccer playing quadruped ro\-bots. The system includes real-time color vision, probabilistic localization, quadruped locomotion/motion, and a hierarchical behavior system. Each component was based on well tested algorithms and approaches from other domains. Our design exposed strengths and weaknesses in each component, and led to improvements and extensions that made them more capable in general, as well a ...

Keywords: action selection and planning, autonomous robots, lessons learned from deployed agents, multi-agent teams, real-time performance

3 Region representation: quadtrees from boundary codes
Hanan Samet
March 1980 **Communications of the ACM**, Volume 23 Issue 3
Full text available: pdf(714.15 KB) Additional Information: full citation, abstract, references, citings

An algorithm is presented for constructing a quadtree for a region given its boundary in the form of a chain code. Analysis of the algorithm reveals that its execution time is proportional to the product of the perimeter and the log of the diameter of the region.

Keywords: borders, chain codes, data structures, quadtrees, regions

4 HDR and perception: Perception-motivated high dynamic range video encoding
Rafal Mantiuk, Grzegorz Krawczyk, Karol Myszkowski, Hans-Peter Seidel
August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3
Full text available: pdf(530.96 KB) Additional Information: full citation, abstract, references, index terms

Due to rapid technological progress in high dynamic range (HDR) video capture and display, the efficient storage and transmission of such data is crucial for the completeness of any HDR imaging pipeline. We propose a new approach for inter-frame encoding of HDR video, which is embedded in the well-established MPEG-4 video compression standard. The key component of our technique is luminance quantization that is optimized for the contrast threshold perception in the human visual system. The quant ...

Keywords: DCT encoding, HDR video, MPEG-4, adaptation, high dynamic range, luminance quantization, tone mapping, video compression, video processing, visual perception

5 A hybrid bilevel image decode algorithm for group 4 FAX
Chengjie Luo, Clement Yu
September 1991 **Proceedings of the 14th annual international ACM SIGIR conference on Research and development in information retrieval**
Full text available: pdf(977.88 KB) Additional Information: full citation, references, index terms

6 A general approach to connected-component labeling for arbitrary image representations
Michael B. Dillencourt, Hannan Samet, Markku Tamminen
April 1992 **Journal of the ACM (JACM)**, Volume 39 Issue 2
Full text available: pdf(1.91 MB) Additional Information: full citation, abstract, references, citings, index terms, review

An improved and general approach to connected-component labeling of images is presented. The algorithm presented in this paper processes images in predetermined order, which means that the processing order depends only on the image representation scheme and not on specific properties of the image. The algorithm handles a wide variety of image representation schemes (rasters, run lengths, quadrees, bintrees, etc.). How to adapt the standard UNION-FIND algorithm to permit reu ...

7 Image processing as an exemplar of parallelism applied to graphics
Harry F. Smith, Patrick Plusnick, Mark Sarojak, William Seitz
March 1996 **ACM SIGCSE Bulletin , Proceedings of the twenty-seventh SIGCSE technical symposium on Computer science education**, Volume 28 Issue 1
Full text available: pdf(792.36 KB) Additional Information: full citation, abstract, references, index terms

In surveying the possible applications of parallel computing, computer graphics is singularly attractive. This is because many computer graphics algorithms are so computationally intensive and yet also inherently very parallel in nature. The primary objective of an NSF grant to the University of North Carolina at Wilmington was to establish parallel computing in the undergraduate curriculum. A secondary objective was to address the issue of parallelism for computer graphics; however, curricular ...

8 Rendering: Integrating pre-integration into the shear-warp algorithm

J. P. Schulze, M. Kraus, U. Lang, T. Ertl
July 2003 **Proceedings of the 2003 Eurographics/IEEE TVCG Workshop on Volume graphics**
Full text available: pdf(2.35 MB) Additional Information: full citation, abstract, references, index terms

The shear-warp volume rendering algorithm is one of the fastest algorithms for volume rendering, but it achieves this rendering speed only by sacrificing interpolation between the slices of the volume data. Unfortunately, this restriction to bilinear interpolation within the slices severely compromises the resulting image quality. This paper presents the implementation of pre-integrated volume rendering in the shear-warp algorithm for parallel projection to overcome this drawback. A pre-integrat ...

9 Multimedia application sharing in a heterogeneous environment
Klaus H. Wolf, Konrad Froitzheim, Peter Schulthess
January 1995 **Proceedings of the third ACM international conference on Multimedia**
Full text available: html(53.68 KB) Additional Information: full citation, references, citings, index terms

Keywords: CSCW, application sharing, collaboration environments

10 Anima II: a 3-D color animation system
Ronald J. Hackathorn
July 1977 **ACM SIGGRAPH Computer Graphics , Proceedings of the 4th annual conference on Computer graphics and interactive techniques**, Volume 11 Issue 2
Full text available: pdf(2.27 MB) Additional Information: full citation, abstract, references, citings

An animation software system has been developed at The Computer Graphics Research Group which allows a person with no computer background to develop an animation idea into a finished color video product which may be seen and recorded in real time. The animation may include complex polyhedra forming words, sentences, plants, animals and other creatures. The animation system, called Anima II, has as its three basic parts: a data generation routine used to make colored, three-dimensional objects, a ...

11 Real-time software-based video coder for multimedia communication systems
Ho Chao Huang, Jau-Hsiung Huang, Ja-Ling Wu
September 1993 **Proceedings of the first ACM international conference on Multimedia**
Full text available: pdf(119.60 KB) ps(190.28 KB) Additional Information: full citation, references, index terms

Keywords: multimedia system, software-based video compression, video data compression, video phone/conference

12 Partial evaluation for media processing
Scott Draves
September 1998 **ACM Computing Surveys (CSUR)**
Full text available: pdf(164.94 KB) Additional Information: full citation, references, citings, index terms

13 Efficiently using graphics hardware in volume rendering applications
Rüdiger Westermann, Thomas Ertl